

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-101 (cancelled).

102 (new). A method of providing a bonus game comprising:  
receiving a selection of a first advantage from a player; and  
providing the first advantage for a first play of the bonus game by the player,  
the bonus game being a game of Pong,

the first advantage comprising at least one of an initial shortening of a paddle of an opponent, an initial lengthening of a paddle of the player, a slower shrinkage of a paddle of the player than a paddle of an opponent, or a slowing of a rate of shortening of the paddle of the player during the play of the bonus game where a paddle of the player shortens during a play of the bonus game.

103 (new). The method in claim 102 which further comprises prompting the player to effect the selection of the first advantage.

104 (new). The method in claim 102 which further comprises displaying a plurality of advantage choices for selection of the first advantage by the player.

105 (new). The method in claim 104 which further comprises displaying a total of available advantage credits to the player.

106 (new). The method in claim 102 which further comprises:  
receiving a selection of a second advantage from the player; and  
providing the second advantage for the first play of the bonus game by the player.

107 (new). The method in claim 102 which further comprises requiring the player to pay for the first advantage.

108 (new). The method in claim 107 wherein requiring the player to pay comprises requiring payment in the form of credits earned in association with play of an associated primary game.

109 (new). The method in claim 107 wherein requiring the player to pay comprises requiring the player to tender money.

110 (new). The method in claim 102 which further comprises determining whether the player won a predetermined outcome from the first play of the bonus game.

111 (new). The method in claim 110 which further comprises:  
if the player was determined to have won the predetermined outcome from the first play of the bonus game then:  
receiving a selection of a second advantage from the player; and  
providing the second advantage for a second play of the bonus game by the player.

112 (new). The method in claim 102 wherein a player is enabled to select a second advantage from the advantages in claim 102.

113 (new). A method of providing a bonus game comprising:  
receiving a selection of a first advantage from a player; and  
providing the first advantage for a first play of the bonus game by the player,  
the bonus game being a game of basketball,  
the first advantage comprising at least one of a longer set of legs for a basketball  
player representing a player, a shorter basket height, or a smaller ball or a larger hoop for a  
basketball player representing a player.

114 (new). A method of providing a bonus game comprising:  
receiving a selection of a first advantage from a player; and  
providing the first advantage for a first play of the bonus game by the player,  
the bonus game being a game of hockey,  
the first advantage comprising at least one of an initially longer stick for a player, a  
shorter stick for an opponent, a smaller goal for a player, or a larger goal for an opponent.

115 (new). An apparatus for providing a bonus game comprising:  
a gaming device including:  
a memory containing computer instructions for:  
receiving a selection of a first advantage from a player through an input device; and  
providing the first advantage for a first play of the bonus game by the player,  
the bonus game being a game of Pong,  
the first advantage comprising at least one of an initial lengthening of a paddle of the  
player, an initial shortening of a paddle of an opponent, or a slowing of the shortening of the  
paddle of the player during the play of the bonus game where a paddle of the player shortens  
during a play of the bonus game.

116 (new). The apparatus in claim 115 which further comprises:  
a display device configured for prompting the player for the selection of the first advantage.

117 (new). The apparatus in claim 115 which further comprises:  
a display device configured for displaying a plurality of choices for the selection of the first advantage by the player.

118 (new). The apparatus in claim 117 wherein the display device is further configured for:  
displaying a total of advantage credits accrued in association with play of a primary game to the player for use by the player in purchasing the first advantage.

119 (new). The apparatus in claim 115 wherein the memory further contains computer instructions for providing a second advantage for the first play of the bonus game by the player.

120 (new). The apparatus in claim 115 wherein the memory further contains computer instructions for requiring the player to pay for the first advantage.

121 (new). The apparatus in claim 120 wherein the computer instructions for requiring the player to pay further comprise requiring the player to utilize credits acquired in association with play of a primary game.

122 (new). The apparatus in claim 120 wherein the computer instructions for requiring the player to pay further comprise requiring the player to utilize money.

123 (new). The apparatus in claim 115 wherein the memory further contains computer instructions for determining whether the player achieved a predetermined first outcome during the first play of the bonus game.

124 (new). The apparatus in claim 123 wherein:

the apparatus is configured for receiving a selection of a second advantage from the player through the input device if the player was determined to have achieved the predetermined first outcome; and

the memory further contains computer instructions for:

providing the second advantage for a second play of the bonus game by the player if the player was determined to have achieved the predetermined first outcome.

125 (new). An apparatus for providing a bonus game comprising:

a gaming device including:

a memory containing computer instructions for:

receiving a selection of a first advantage from a player through an input device; and

providing the first advantage for a first play of the bonus game by the player,

the bonus game being a game of basketball,

the first advantage comprising at least one of a longer set of legs for a basketball player representing a player, a shorter basket, a smaller ball or a larger hoop.

126 (new). An apparatus for providing a bonus game comprising:

a gaming device including:

a memory containing computer instructions for:  
receiving a selection of a first advantage from a player through an input device; and  
providing the first advantage for a first play of the bonus game by the player,  
the bonus game being a game of hockey,  
the first advantage comprising at least one of a longer stick for a player, a shorter stick  
for an opponent, or a smaller goal for a player.

127 (new). The apparatus in claim 115 wherein the bonus game is administered  
remotely by a bonus event computer.